5) indicate an award of the received prize selection when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize selection;

a memory for storing a list of prizes; and

a prize display mechanism for displaying the prizes stored in the memory; and

a prize selection mechanism for selecting one or more prizes corresponding to one or more outcomes of the game of chance played on the gaming machine wherein the prizes include cash prizes and non-cash prizes.

1.   (Three times Amended)   A gaming machine comprising:

a master gaming controller designed or configured to control a game [play sequence]of chance played on the gaming machine [for a game of chance, said game play sequence comprising:]

wherein the gaming machine is operable for each played game of chance to:

1) receive [receiving] a wager on an outcome for [the] the played game of chance,

2) receive [receiving] a prize selection corresponding to an award for at least one outcome for the played game of chance wherein the received prize selection is a potential award for the played game of chance for which the wager was received,

3) determine [determining] the outcome for the played game of chance with the received wager and the received prize selection and

4) display [displaying] the outcome for the played game of chance [including any prize awarded for the determined outcome of the game of chance] and

5) indicate an award of[awarding] the [selected prize]received prize selection when the determined outcome for the played game of chance [and]is the same as the at least one outcome for the played game of chance corresponding to the prize selection [are the same];

a memory for storing a list of prizes; and

a prize display mechanism for displaying the prizes stored in the memory; and

a prize selection mechanism [used to select]for selecting one or more prizes corresponding to one or more outcomes of the game of chance played on the gaming machine wherein the prizes include cash prizes and non-cash prizes.

21.   (Three times Amended)A prize distribution network comprising:

(a) a prize server comprising;

an interface for providing prize information to one or more gaming machines wherein at least one of the gaming machines is external to the prize server; and

a memory storing the prize information as groups of prizes for separate display on the one or more gaming machines; and

(b) a plurality of gaming machines each gaming machine comprising;

a memory storing a list of prizes; and

a prize display mechanism displaying the prizes; and

a prize selection mechanism used to select one or more prizes for one or more outcomes of a game of chance played on the gaming machine

wherein the prizes include cash prizes and non-cash prizes and wherein at least one gaming machine of the plurality of gaming machines is operable for each played game of chance on the at least one gaming machine to: 1) receive a wager on an outcome for the played game of chance, 2) receive a prize selection corresponding to an award for at least one outcome for the played game of chance wherein the received prize selection is a potential award for the played game of chance for which the wager was received, 3) determine the outcome for the played game of chance with the received wager and the received prize selection and 4) display the outcome for the played game of chance and 5) indicate an award of the received prize selection when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize selection.

21.   (Three times Amended) A prize distribution network comprising:

(a) a prize server comprising;

an interface for providing prize information to one or more gaming machines wherein at least one of the gaming machines is external to the prize server; and

a memory storing the prize information as groups of prizes for separate display on the one or more gaming machines; and

(b) a plurality of gaming machines each gaming machine comprising;

a memory storing a list of prizes; and

a prize display mechanism displaying the prizes; and

a prize selection mechanism used to select one or more prizes for one or more outcomes of a game of chance played on the gaming machine wherein the prizes include cash prizes and non-cash prizes and wherein at least one gaming machine <u>of the plurality of gaming machines</u> is operable [to receive a wager on an outcome for a game of chance, to receive a prize selection corresponding to an award for at least one outcome for the game of chance, to determine the outcome for the game of chance, to display the outcome for the game of chance and to award the selected prize when the determined outcome for the game of chance and the

outcome for the game of chance corresponding to the prize selection are the same] for each played game of chance on the at least one gaming machine to: 1) receive a wager on an outcome for the played game of chance, 2) receive a prize selection corresponding to an award for at least one outcome for the played game of chance wherein the received prize selection is a potential award for the played game of chance for which the wager was received, 3) determine the outcome for the played game of chance with the received wager and the received prize selection and 4) display the outcome for the played game of chance and 5) indicate an award of the received prize selection when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize selection.

24.   (Twice Amended) In a gaming machine having a prize selection mechanism, a prize display mechanism for displaying a list of prizes, a method of selecting a prize specific to an outcome of a game of chance played on a gaming machine, the method comprising;

displaying multiple prizes available for selection on the prize display mechanism;

receiving an input signal from the prize selection mechanism for selecting a prize from the list of prizes, said input signal corresponding to a user's selection of the selected prize wherein the selected prize corresponds to an award for one of the outcomes of the game of chance;

receiving a wager for the game of chance wherein the selected prize is a potential award for the game of chance for which the wager is received;

determining the outcome for the game of chance with the received wager and the selected prize;

presenting the outcome for the game of chance; and

indicating an award of the selected prize when the determined outcome for the game of chance is the same as the one the outcomes of the game of chance corresponding to the prize selection

wherein the prizes include cash prizes and non-cash prizes.

24.   (Twice Amended) In a gaming machine having a prize selection mechanism, a prize display mechanism for displaying a list of prizes, a method of selecting a prize specific to an outcome of a game of chance played on a gaming machine, the method comprising;

displaying multiple prizes available for selection [in]on the prize display mechanism;

receiving an input signal from the prize selection mechanism for selecting a prize from the list of prizes, said input signal corresponding to a user's selection of the selected prize wherein the selected prize corresponds to an award for one of the outcomes of the game of chance;

receiving a wager for the game of chance wherein the selected prize is a potential award for the game of chance for which the wager is received;

determining the outcome for the game of chance <u>with the received wager and the</u> <u>selected prize</u>;

presenting the outcome for the game of chance; and

indicating an [awarding]<u>award of</u> the selected prize when the determined outcome for the game of chance [and] is the same as the <u>one the outcomes of</u> [outcome for] the game of chance corresponding to the prize selection [are the same]

wherein the prizes include cash prizes and non-cash prizes.

35.   (Three Times Amended) In a prize distribution network comprising a plurality of gaming machines connected to a prize server, a method for distributing information about prizes available on specific gaming machines, the method comprising,

establishing communication with each gaming machine connected to the prize server; and

sending prize information from a memory on the prize server to a memory on each gaming machine, said prize information specific to prizes which are available for selection by game players as game awards on games played on the gaming machines

wherein the prizes include cash prizes and non-cash prizes and wherein at least one gaming machine is operable for each played game of chance on the at least one gaming machine to: 1) receive a wager on an outcome for the played game of chance, 2) receive a prize selection corresponding to an award for at least one outcome for the played game of chance wherein the received prize selection is a potential award for the played game of chance for which the wager was received, 3) determine the outcome for the played game of chance with the received wager and the received prize selection and 4) display the outcome for the played game of chance and 5) indicate an award of the received prize selection when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize selection.

35.   (Three Times Amended) In a prize distribution network comprising a plurality of gaming machines connected to a prize server, a method for distributing information about prizes available on specific gaming machines, the method comprising,

establishing communication with each gaming machine connected to the prize server; and

sending prize information from a memory on the prize server to a memory on each gaming machine, said prize information specific to prizes which are available for selection by game players as game awards on games played on the gaming machines

wherein the prizes include cash prizes and non-cash prizes and wherein at least one gaming machine is operable [to receive a wager on an outcome for a game of chance, to receive a prize selection corresponding to an award for at least one outcome for the game of chance, to

determine the outcome for the game of chance, to display the outcome for the game of chance and to award the selected prize when the determined outcome for the game of chance and the outcome for the game of chance corresponding to the prize selection are the same] for each played game of chance on the at least one gaming machine to: 1) receive a wager on an outcome for the played game of chance, 2) receive a prize selection corresponding to an award for at least one outcome for the played game of chance wherein the received prize selection is a potential award for the played game of chance for which the wager was received, 3) determine the outcome for the played game of chance with the received wager and the received prize selection and 4) display the outcome for the played game of chance and 5) indicate an award of the received prize selection when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize selection.

Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

<div style="text-align: right">

Respectfully submitted,
BEYER WEAVER & THOMAS, LLP
David P. Olynick
Reg. No.: 48,615

</div>

P.O. Box 778
Berkeley, CA 94704-0778
510-843-6200